WORLD CLASS RUGBY

World Class Rugby simulates most of the features of a real rugby game. This manual does not attempt to explain the rules of rugby in detail - if you are new to rugby you are advised to read a book on the game.

LOADING INSTRUCTIONS

Amiga/Atari ST

Place the disk in the internal drive and reset the computer. Leave the program disk in the drive except when loading or saving data. Note: the disk supplied requires a double-sided drive; if you have an early ST with a single-sided drive return the game disk only to Audiogenic for replacement.

IBM PC

Place the program disk in drive A and type **RUGBY**, then press *Return*. Any updated information will be in a file called **README.TXT**. To view this file enter **TYPE README.TXT** and press *Return*.

Commodore 64

To load the game from tape hold down the shift key and press *Run/Stop*. To load from disk type **LOAD":*",8** and press *Return*, then type **RUN** and press *Return*. Leave the game disk in the drive except when loading or saving data.

Spectrum 48/128k

On a 128k machine use the loader. On a 48k machine type **LOAD""** and press *Enter*.

Amstrad CPC

To load the program from tape press *Control* and *Enter* simultaneously. Disk users should type **RUN"RUGBY** and press *Enter*.

CONTROLS

World Class Rugby is best played using one or more joysticks. The player you are controlling moves in the direction you move the joystick. Different controls are used for scrums and other setpieces - refer to the relevant sections for details. On the Spectrum or Amstrad you can also use the keyboard - the key options are displayed on the screen at the start of the game. IBM PC users should refer to the file **README.TXT** for full details of the control options.

During the game there are various keys that allow you to access game features:

	Spectrum	C64	Amiga/ST	Amstrad
Pause game	T	Run/Stop	P	T
Quit match/half	Q*	Q	Q	Q*
Activate replay	TRUE VID	@	F10	F9
Slow motion replay	n/a	S	S	n/a
Save replay	EDIT*	CBM	F9	F7*
Select blimp view	INV VID	n/a	B	n/a
Select 2D or 3D view	n/a	n/a	ESC	n/a
Select radar	R	n/a	R	R
Move radar	R	n/a	E	R

* *On Spectrum/Amstrad you must pause, then press the quit key. On 128k Spectrum or Amstrad one replay can be saved in memory during the game (press the key immediately after viewing the replay). After the game save the replay to tape/disk from the menu section.*

On the Amiga and ST you can choose between automatic and manual control of scrums and rucks with **F1** (Team 1) and **F2** (Team 2). Reloading and viewing replays on Amiga or ST requires an expansion disk (available soon).

VIEWING MODES AND REPLAYS

On Amiga and ST there are several ways to watch the action, including a choice of 2D or 3D pitches: **Blimp View** gives a smaller scale view of the action which allows you to see more of the pitch (*also Spectrum 128*); **Action Replays** re-run the action (*also Spectrum/Amstrad 128 and C64*); you can change the view of the pitch during a replay by pressing the appropriate key.

PLAYER CONTROL - WHEN YOU HAVE THE BALL

The player you control is shown by a marker above his head. When more than one person is playing on the same side (*Amiga/ST only*) then the markers are shown in different colours. Use the joystick to move around the field - if the ball is free the player will automatically pick it up. To jump to catch the ball press fire and select a direction (*Amiga/ST only).*

Passing the ball
Press fire, and before releasing the button, select a direction. When you release the fire button the ball will be passed to the player in that direction who is in the best position to receive the ball. However, if you change your mind, or wish to deceive the oppostion, you can perform a **dummy pass** by centring the joystick before releasing the button. If the button is held down longer a long pass will be made, missing one of the players in the line (*Amiga/ST only*).

Kicking
If you select a forward direction the player will kick the ball instead of passing. The strength of the kick depends on the length of time you hold down the fire button. The direction is determined primarily by which of the three forward joystick directions you select, but this direction is modified by the position of the small dot on the bar below the player - therefore the ball can be kicked at almost any angle.

If you press the fire button again as the ball is kicked, and hold it down you can increase the loft of the ball after you have kicked it - this technique can be used for all kicks including setpieces. To score a **drop goal** kick the ball over the opponent's crossbar.

Grounding the Ball
If you are in possession in your own dead ball area you can ground the ball by selecting a backward pass. A 5m scrum or dropout will result.

Scoring a Try
Press fire whilst in the opponent's dead ball area - or press fire and push the joystick in the direction of play to dive over the line.

Releasing the Ball
When you are tackled you will usually attempt to pass the ball before hitting the ground. Otherwise when you hit the ground the ball will automatically be released (otherwise you would be penalized) and a ruck will take place.

PLAYER CONTROL - WHEN NOT IN POSSESSION

The player you are controlling may not be on the screen. In this case an arrow at the edge of the screen indicates where your player can be found - refer to the radar if you want to know more.

Tackling
Press fire to dive in the direction you are running to tackle a player with the ball. If nothing happens this is because you are too far away to tackle.

Changing to a Different Player
If you hold the fire button down with the joystick centred you will gain control of the player (on your team) in the best position to tackle the opponent with the ball. If you press the fire button quickly control passes to the player nearest the ball - who will not necessarily be in the best position (*not C64*).

SETPIECES

When a scrum or line-out occurs, if your side is putting in you can choose a special play. A menu will appear on the screen - move the joystick in the appropriate direction and press fire to select you choice of play (no visible indication appears on the screen as this could be helpful to an opponent). The special plays are described in the next section.

Rucks/Mauls
When a player who has been tackled releases the ball a ruck will normally take place (a ruck is like an impromptu scrum; a maul often precedes a ruck). Forwards from both sides will automatically run to join in, and as soon as your forwards are in position you can control them with the joystick. Move it from side to side rapidly to push forward and up or down to move the ball (provided your team has it under control).

The coloured arrows which indicate the position of the ball show which team is winning; arrows flashing in a team's colour indicate that the team has control of the ball (*Amiga/ST only*).
The number of players in the pack and their weight determines how easy it is to push back the opposition - but stamina is also taken into account. Stamina decreases the longer the ruck continues. If the ball reaches the back of the ruck, or the ruck is about to collapse the ball is released to the scrum half.

Scrums
Scrums are frequently called for by the referee. The team whose scrum it is can choose a special play, then when fire is pressed again the ball is automatically thrown in. The controls are the same as for rucks - except that if your team is losing you can make your flankers stand off by pressing fire (*not C64*).

Line-Outs
If the ball goes into touch during the normal course of play, play restarts with a line-out. The team putting in can choose a special play - press fire again to throw the ball. The length of the throw depends on the position of the dot in the bar below the hooker.

Press the fire button to make the player in the best position jump for the ball - if he makes a good contact he will palm the ball to the scrum half or hooker. If the hooker receives the ball the special move is not carried out, but you can immediately attack the opponent's blindside.

Drop-outs
A drop-out is a drop-kick taken by the defending team (for example, if the ball is grounded in the goal area). When both teams are in position and the fly-half is ready to kick, a panel will appear in the bottom left of the screen, with a crosshair which controls the power and direction of the kick. The vertical line controls direction - press fire to select the direction, at which point the horizontal bar will start to move. Continue to hold down the fire button, then release it at the appropriate time to select the required kick strength - the higher the bar the more powerful the kick.

Press and hold down the fire button after kicking to increase the loft of the ball. If the joystick is held in the direction of play when the ball is kicked then a dummy kick is performed (*Amiga/ST only*).

Kick-Off
Similar to drop-outs, except that dummy kicks are not allowed. If the ball goes into touch without bouncing, the opposing team are awarded a scrum in the centre of the field (*not Spectrum/Amstrad*).

Conversions
After a try is scored a conversion is attempted. Use the radar to help judge the strength and direction of the kick.

Penalties
If a penalty is awarded you have the option of kicking for goal or into touch, or performing a special move. On the Amiga or ST the message 'Press fire to kick' will be displayed - any other joystick movement displays the special moves menu.

Mark!
If a stationary player in his own 22 catches the ball from a kick by the opposing team he may call "Mark!" by pressing fire. In this case a free kick is awarded and the ball is kicked as in a Drop-Out (*Spectrum/Amstrad/C64*) or the special move boxes appear (*Amiga/ST*).

SPECIAL PLAYS
Most moves are triggered by the scrum half and are automatic. However, a move may be terminated by holding down fire when a player is in possession.

Blind Side (scrums only)
The fullback goes down the blindside with the left winger in support. The fullback will make his run when the ball is thrown into the scrum, so the ball should be held for a short time to allow him to reach an effective position.

Number 8 Move (scrums only)
The No.8 peels off the back of the scrum with the ball. The flankers follow in close support.

Scissors Moves
There are two scissors moves available. Their aim is to switch the direction of attack, thereby confusing the defence.

Dummy Scissors
This move is identical to the scissors move except that the final pass is not made.

Miss One
The fly half will perform a long pass (missing the inside centre) to the full back who then attempts to break through the defensive line.

Loop
On passing to the inside centre the fly half will make a run to take a return pass on the other side.

Drop Kick (scrums & line-outs only)
The ball is played back to the fly half who will use the crosshairs to kick. This can be a punt, a kick for goal, or a kick for touch.

OTHER GAME FEATURES

Advantage Rule
If the defending team commits a foul the referee will wait to see if the attackers gain a territorial advantage - otherwise a penalty is awarded.

Knock-Ons
If a player fails to collect the ball and knocks it forward a scrum is awarded to the opposition (*Amiga/ST only*).

Offside
In open play a player is offside if he is in front of the ball when it is kicked, touched, or carried by one of his team-mates. Offside can also occur during setpieces. A player under human control who is offside is indicated by a flashing marker above his head. Playing the ball or making a tackle whilst offside will result in a penalty being awarded.

Sending Off
Stamping offences occasionally occur in, rucks and scrums and are often penalised by sending-off. Repeated foul tackles can also result in dismissal.

Injuries and Substitutions
Each player's fitness will decline during a game, depending upon that player's involvement. If fitness falls below a certain level the player must leave the field. On the Amiga or ST select a substitute using the joystick; on other computers substitutes are used in order.

MENU OPTIONS

There are numerous menu options. Use the joystick to choose an icon, then press the fire button to select it. Most options are self-explanatory, but the following notes will prove useful:

Team Control
If you wish to control a team you must change the name of the coach from **Computer**. At the start of the game all teams except England are computer-controlled.

Play Options
If **View Computer** is selected then matches between two computer teams are displayed on the screen. Otherwise the result is calculated by the computer.

Match Options
To play a single match select the friendly option and choose the two teams which are to play.
Alternatively you can play a full league, or a World Cup competition. Once a competition has started there are certain changes you cannot make - for example you cannot change player skills, or the team coach. To abandon a competition select the **New** option.

Equal Skills
When selected all teams have players with similar abilities.

Video
If the **Auto-Replay** option is selected replays will automatically be displayed after tries. Of course, you can call for a replay at any time. Replays can be saved to tape/disk (on the Spectrum/Amstrad replays are saved only from the menus - during the game you can choose to save any one replay in memory). Use the **Show Replay** option to view a replay that you have loaded. Reloading or viewing replays on the Amiga and ST requires an expansion disk (available soon).

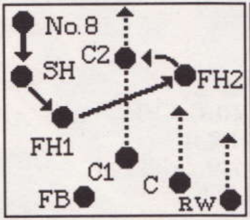
Editing Teams
Amiga/ST: Position the pointer over a player's name and press fire to display the factors which affect his performance (Stamina, Fitness, Injury, Weight, Speed, Agility, Kicking, Handling, and Height). To change any of these move the pointer to the relevant bar and press fire until the required value is shown. UNDO will restore these factors, but not the player names, to the initial default values (to edit a player name point at the name shown above the skill factors). To eliminate cheating, once the first match of a competition has been played you cannot edit the skill factors. To swap two players around select the first player, select the SWAP icon, then select the second player.

Commodore 64: Player names are not shown and abilities are fixed. However you can swap players between positions by selecting them in turn using the cursor and the fire button.

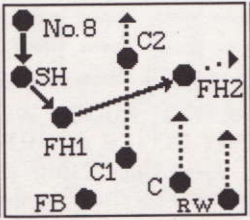
Spectrum 128/Amstrad 6128: Highlight the player you wish to edit and press fire. Select the item you wish to change and press fire.

Written for Audiogenic by Denton Designs

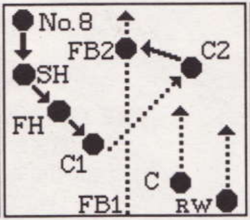
SCISSORS FH to C



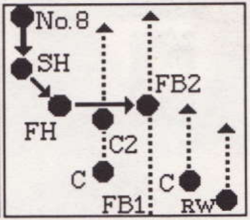
DUMMY SCISSORS



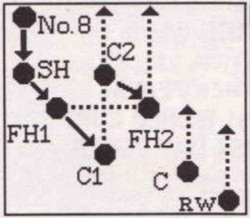
SCISSORS C to FB



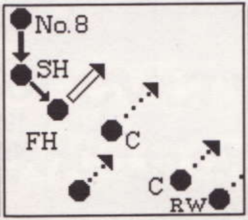
MISS ONE



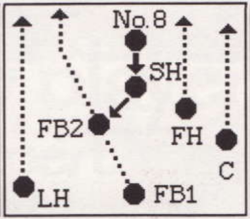
LOOP



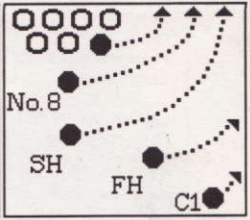
DROP KICK



BLIND SIDE



NUMBER 8



...... RUN —— PASS ══ KICK

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